

THE FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Bonus Feat
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	
6	+6 / +1	+5	+2	+2	Bonus Feat
7	+7 / +2	+5	+2	+2	
8	+8 / +3	+6	+2	+2	Bonus Feat
9	+9 / +4	+6	+3	+3	
10	+10 / +5	+7	+3	+3	Bonus Feat
11	+11 / +6 / +1	+7	+3	+3	
12	+12 / +7 / +2	+8	+4	+4	Bonus Feat
13	+13 / +8 / +3	+8	+4	+4	
14	+14 / +9 / +4	+9	+4	+4	Bonus Feat
15	+15 / +10 / +5	+9	+5	+5	
16	+16 / +11 / +6 / +1	+10	+5	+5	Bonus Feat
17	+17 / +12 / +7 / +2	+10	+5	+5	
18	+18 / +13 / +8 / +3	+11	+6	+6	Bonus Feat
19	+19 / +14 / +9 / +4	+11	+6	+6	
20	+20 / +15 / +10 / +5	+12	+6	+6	Bonus Feat

GAME RULE INFORMATION

Alignment: Any .
Hit Die: d10

CLASS SKILLS

The fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x4.
Skill Points at Each Additional Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the fighter.

Weapon and Armor Proficiency: A fighter is proficient with all simple and martial weapons and with all armor (heavy, medium, and light) and shields (including tower shields).

Bonus Feats: At 1st level, a fighter gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets and the bonus feat granted to a human character. The fighter gains an additional bonus feat at 2nd level and every two fighter levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the feats noted as fighter bonus feats. A fighter must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A fighter is not limited to the list of fighter bonus feats when choosing these feats.

EPIC FIGHTER

Level	Epic Attack Bonus	Epic Save Bonus	Special
21	+0	+1	
22	+1	+1	Bonus Feat
23	+1	+2	
24	+2	+2	Bonus Feat
25	+2	+3	
26	+3	+3	Bonus Feat
27	+3	+4	
28	+4	+4	Bonus Feat
29	+4	+5	
30	+5	+5	Bonus Feat

Hit Die: d10
Skill Points at Each Additional Level: 2 + Int modifier

Bonus Feats: The epic fighter gains a bonus feat (selected from the list of epic fighter bonus feats) every two levels after 20th.

Epic Fighter Bonus Feat List: Armor Skin, Combat Archery, Damage Reduction, Devastating Critical, Dire Charge, Distant Shot, Energy Resistance, Epic Endurance, Epic Leadership, Epic Prowess, Epic Toughness, Epic Weapon Focus, Epic Weapon Specialization, Exceptional Deflection, Improved Combat Reflexes, Improved Manyshot, Improved Stunning Fist, Improved Whirlwind Attack, Infinite Deflection, Instant Reload, Legendary Commander, Legendary Rider, Legendary Wrestler, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Reflect Arrows, Spellcasting Harrier, Storm of Throws, Superior Initiative, Swarm of Arrows, Two-Weapon Rend, Uncanny Accuracy. In addition to the feats on this list, the fighter may treat any feat designated as a fighter bonus feat, but not listed here, as being on his or her bonus feat list.

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